

**DOCKET NO.:** MSFT-0975/191722.01  
**Application No.:** 09/099,742  
**Office Action Dated:** August 9, 2004

**PATENT  
REPLY FILED UNDER EXPEDITED  
PROCEDURE PURSUANT TO  
37 CFR § 1.116**

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
7. (Canceled)
8. (Canceled)
9. (Canceled)
10. (Canceled)
11. (Canceled)
12. (Canceled)
13. (Canceled)
14. (Canceled)
15. (Canceled)
16. (Canceled)
17. (Canceled)
18. (Canceled)

19. (Canceled)
20. (Canceled)
21. (Canceled)
22. (Previously presented) A system for parallel compression and decompression of a bitstream, comprising:
  - an encoder system comprising:
    - a plurality of encode units operable to receive components of a pixel separated from a bitstream and to encode the components using a compression algorithm;
    - the encode units further operable to construct packets from the encoded components, where at least one packet is associated with each encoded component and the at least one packet comprises header information and encoded data and wherein the header information comprises a length, a size and an alignment; and
    - a multiplexer coupled to the encode units, the multiplexer operable to combine the packets into a packetized encoded bitstream; and
  - a decoder system comprising:
    - a feeder operable to separate packets from the packetized encoded bitstream, wherein the feeder comprises:
      - an input queue operable to receive the packetized encoded bitstream;
      - a multiplexer coupled to the input queue;
      - a register coupled to the multiplexer;
      - a demultiplexer coupled to the register and to the decode queues; and
      - a left shift unit coupled to the register and to the multiplexer;
    - a plurality of decode queues, the feeder further operable to distribute the packets in order to the decode queues;
    - a plurality of decode units each associated with one of the decode queues, the decode units operable to decode packets using a decompression algorithm to recover the encoded data and to reconstruct the components; and

a demultiplexer coupled to the plurality of decode units the demultiplexer operable to combine the plurality of components to recover the bitstream.

23. (Canceled)

24. (Canceled)

25. (Canceled)

26. (Canceled)

27. (Previously presented) A method for parallel compression of graphic data, comprising:

separating a bitstream into a plurality of scan lines;

encoding each scan line into a plurality of blocks using a lossless compression algorithm; and

constructing at least one packet containing at least one encoded block wherein each encoded block comprises encoded deltas wherein the deltas represent differences from a preceding block.

28. (Previously presented) The method as recited in claim 27 wherein the lossless compression algorithm comprises differential pulse code modulation.

29. (Previously presented) The method as recited in claim 27 further comprising constructing a second packet containing at least one encoded block and forming a packetized bitstream of encoded graphic data.

30. (Previously presented) The method as recited in claim 27 wherein each block comprises a pixel component.

31. (Canceled)

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32. (Canceled)

33. (Previously presented) A computer-readable medium bearing computer-readable instructions for carrying out the steps recited in claim 27.